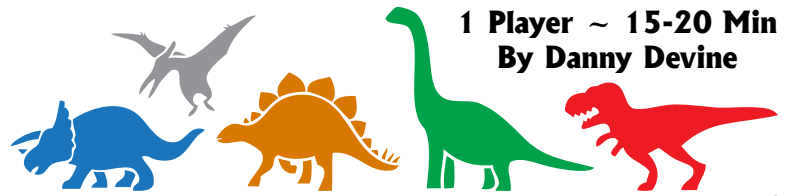


# Jurassico

Making Yesterday, Today!



1 Player ~ 15-20 Min  
By Danny Devine

## Components

Score sheet & Pencil

5 Six Sided Dice in 5 colors (Red, Blue, Yellow, Green and White)

## Introduction

Oh good, you're here! They told me you were the best scientific mind money could buy! We have a lot of work to do if we are going to beat those genetic geniuses over at **Embryonic Inc.** An important new contract is in and we have 5 popular dinosaur breeds whose DNA codes are almost complete. With a little luck and some genetic shortcuts, we can get top dollar for these specimens and make our competition extinct!

## Objective

Earn **6 Billion** dollars by genetically engineering Dinosaurs before your opponent, **Embryonic Inc.** does the same!

## Set-up

Choose a difficulty level, this determines how far of a head start **Embryonic Inc.** has.

**Easy** - Cross off any 3 circle in **Embryonic Inc's** section. **Medium** - Cross off any 4 circles in **Embryonic Inc's** section. **Hard** - Cross off the entire top row of circles in **Embryonic Inc's** section. **CHAOS MODE** - If you beat all 3 difficulty levels, try crossing off the top row of in the **Splice Lab**.

## Gameplay

Start each round by rolling the dice. You must split the dice into two pairs, and 1 single remaining die. You will use the pairs of dice to fill in missing DNA of different Dinosaurs.

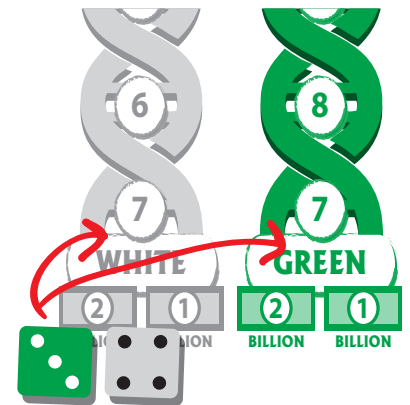
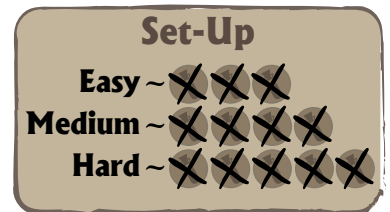
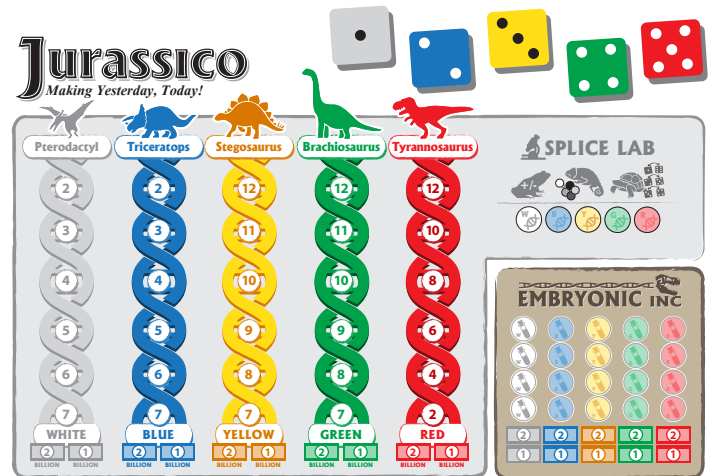
**Fill in DNA** - Select a pair of dice then add their values together. Cross off a number matching that value in one of the columns that matches the color of either of the dice you used. You must always use a pair of dice to create a single number. These numbers can be crossed off in any order.

If you cross off the last number in a column you complete that Dinosaur and earn money! If you finished this Dinosaur before **Embryonic Inc.** then circle the **2 Billion** dollars below it, if **Embryonic Inc.** has already finished this Dinosaur, you get **1 Billion** instead.

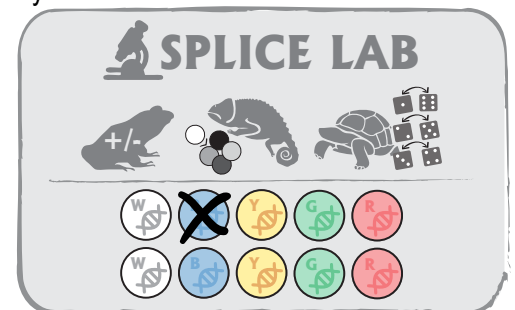
You win the game immediately if your total is ever 6 Billion dollars or more.



**Research in the Splice Lab** - Sometimes as scientists, we need to take short cuts. The research lab has various ways to alter the dice to give you the upper hand at just the right time. You can only alter each die twice per game, so use these wisely. When you use a splice, cross off a splice circle that matches the color of the dice you used, you will not be able to alter this color again. You may use multiple splices on a single pair of dice.



Grant selects the **WHITE 4** and the **GREEN 3**, he can now cross off the **7** in either the **WHITE** or **GREEN** column.



Ellie decides to change her **BLUE 5** to a **6** in order to make a 12 with her **RED 6**. She altered the **BLUE** die so she must cross off **BLUE** in the **SPlice LAB**.



## SPLICE LAB ABILITIES

When splicing you may use any of these powers.



### FROG DNA

Alter the value of 1 die up or down by 1.



### CHAMELEON DNA

Change the color of 1 die to any other color.



### TURTLE DNA

Flip 1 die to its opposite face.



### Embryonic Inc

After you have selected the 4 dice you are using, cross off a circle in **Embryonic Inc's** section matching the color of the die you didn't use. If this fills the 4th and final circle for that color, **Embryonic Inc** has completed that Dinosaur and earns money. If **Embryonic Inc** has completed this Dinosaur before you, they earn **2 Billion** dollars. If you have already completed this Dinosaur, they earn **1 Billion** instead. If you are ever required to fill in a circle for a color that is already full, instead cross off an empty circle in the right most column that has one.

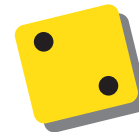
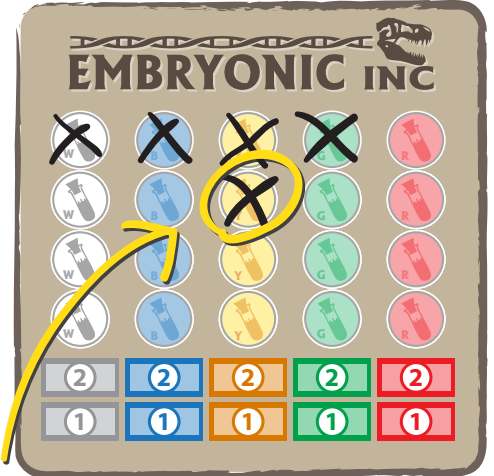
**Embryonic Inc** immediately wins the game if their total is ever **6 Billion** or more.

### Unusable Dice

If you are ever unable to cross off a number in a column then the round is over and all remaining dice are given to **Embryonic Inc**. Cross off a circle for each color you couldn't use before starting a new round.

### A New Round and End Game

After you have used your dice, and crossed off a circle for **Embryonic Inc**, you simply roll the dice and keep playing until one of you has 6 Billion dollars!



Ian has used the **WHITE**, **BLUE**, **GREEN** and **RED** dice this round. This means that **Embryonic Inc** crosses off a **YELLOW**.

### Art credits

Noun project - parkjisun, Raf Verbraeken

Design - **Danny Devine** - @3ddevine

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Dinosaur	Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6	Segment 7	Color	Base 1	Base 2
Pterodactyl	2	3	4	5	6	7	7	WHITE	2	1
Triceratops	2	3	4	5	6	7	7	BLUE	2	1
Stegosaurus	12	11	10	9	8	7	7	YELLOW	2	1
Brachiosaurus	12	11	10	9	8	7	7	GREEN	2	1
Tyrannosaurus	12	10	8	6	4	2	2	RED	2	1

### SPLICE LAB

W B Y G R  
W B Y G R

### EMBRYONIC INC

2	2	2	2	2
1	1	1	1	1

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### SPLICE LAB

W B Y G R  
W B Y G R

### EMBRYONIC INC

2	2	2	2	2
1	1	1	1	1